IN THE CLAIMS:

Please amend claims 16 to 18 as follows:

16. (Amended) A method for printing a grid of promotional game pieces on a web, each game piece including at least a first and second type of indicia, the method comprising [the steps of]:

printing the first type of indicia on the grid of game pieces formed on the web using a repetitive printing process; and

printing the second type of indicia on the grid of game pieces formed on the web using a variable printing process, the variable printing process being in registry registering with the repetitive printing to form combinations of first indicia and second indicia ; and the variable printing process selectively placing the second indicia on the grid with the first indicia;

[whereby] wherein the resulting promotional game pieces [may be] are printed in a manner that is not repetitive and that inhibits prediction of game outcome.

17. (Amended) A method for printing a grid of promotional game pieces on a web, each game piece including at least one field preselected for receiving indicia that are categorical in nature and also including at least one field preselected for receiving indicia that are conditional in nature, the method comprising [the steps of]:

printing the indicia that are categorical in nature in the corresponding at least

one preselected field <u>on the promotional game pieces on the web</u> using a repetitive

printing process; and

printing the indicia that are conditional in nature in the corresponding at least

one preselected field <u>on the promotional game pieces on the web</u> using a variable

printing process, the variable printing being in registry with the repetitive printing;

[whereby] <u>wherein</u> the resulting promotional game pieces [may] include fields

of [high] <u>higher</u> resolution associated with a repetitive printing process <u>than a</u>

<u>resolution of the indicia of the conditional nature printed using the variable printing</u>

<u>process</u>, but the indicia as a whole [may be] <u>are</u> printed in a manner that is not

repetitive and that inhibits prediction of game outcomes.

In claim 18, line 3, replace "may intersect" with -- intersects --.;

line 4, before "comprising" insert -- the method further --; and

line 4, delete "the further step of."

Please add the following new claims:

24. (Newly Added) A method of printing a plurality of game pieces on a web,

comprising:

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printing categorical game information on the web using a repetitive printing

process, the categorical game information including information identifying sets of

game pieces;

printing conditional game information on the web using a variable printing

process, the conditional game information defining unique game pieces within the sets

of game pieces;

wherein the printing of the conditional game information comprises registering

the conditional game information with the categorical game information so that each

game piece has both categorical game information and conditional game information.

25. (Newly Added) The method as set forth in claim 24, wherein the printing

of the conditional game information comprises varying the conditional game

information with respect to the location within the web.

26. (Newly Added) The method as set forth in claim 25, wherein the printing

of the conditional game information comprises varying the conditional game

information with respect to the location along a width of the web.